

MOTOR COMPANY (11TH WITH 3 RTR)

DCR85 2^a FASE

CONFIDENT

TRAINED

INFANTRY COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Motor Company HQ (11th) p.101	2	Cmd Rifle team	25
	2	White scout car	
COMBAT PLATOONS			
Motor Platoon (11th) p.102	1	Cmd MG team	130
	1	PIAT team	
	1	Light Mortar team	
	4	M5 half-track with passenger-fired .50 cal AA MG	
	3	MG team	
Motor Platoon (11th) p.102	1	Cmd MG team	130
	1	PIAT team	
	1	Light Mortar team	
	4	M5 half-track with passenger-fired .50 cal AA MG	
	3	MG team	
Scout Platoon (11th) p.102	3	Universal Carrier	70
WEAPONS PLATOONS			
Motor Anti-tank Platoon (11th) p.103	1	Cmd Rifle team	110
	1	Troop Carrier	
	4	OQF 6 pdr gun (late)	
	4	Loyd Carrier	
SUPPORT PLATOONS			
Armoured Platoon (4) p.92 CONFIDENT VETERAN	3	Sherman II or V	355
	1	Firefly VC	
Armoured Platoon (4) p.92 CONFIDENT VETERAN	3	Sherman II or V	355
	1	Firefly VC	
Breaching Group p.70	1	Sherman V	155
	2	Sherman Crab	
	2	AVRE	
Field Battery, Royal Artillery (11th) p.120	2	Cmd Rifle team	145
	1	Jeep	
	1	Staff team	
	2	15 cwt truck	
	1	Observer Rifle team	
	1	OP Carrier	
	4	OQF 25 pdr gun	
	4	Quad tractor	
Air Observation Post p.161	1	Auster AOP	25

Overlord book - British Late-War - Platoon Count: 9

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
MEDIUM TANKS					
Firefly VC	Standard Tank	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>
Sherman I, II, III or V	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Sherman V	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
ENGINEERING TANKS					
Churchill AVRE	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Wide-tracked.
<i>Petard Mortar</i>	<i>4"/10cm</i>	<i>1</i>	<i>5</i>	<i>1+</i>	<i>Bunker buster, Demolition mortar, Slow traverse.</i>
Sherman Crab	Standard Tank	6	4	1	Co-ax MG, Overloaded, Mine flail.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
RECONNAISSANCE					
Universal Carrier	Half-tracked	0	0	0	Hull MG, Recce.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Rifle team	16"/40cm	1	2	6+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
M5 half-track with passenger-fired .50 cal AA MG	Half-tracked	1	0	0	Passenger-fired .50 cal AA MG.
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
Jeep / Jeep and Trailer	Jeep	-	-	-	
White scout car	Jeep	1	0	0	
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-	

TRUCKS

Quad tractor	Wheeled	-	-	-	
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VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

SPECIAL RULES

Breaching Group - p.70

A force that includes a Breaching Group Always Attacks and, if it is an Infantry Company, is considered a Mechanised Company for the purpose of the Armoured Reserves rule found on page 269 of the rulebook. Teams from a Breaching Group may only be held in Reserves in missions with the Mobile Reserves special rule.

Although a Breaching Group is a single Support choice, each Section operates as a separate platoon with its own Command team. The D7 Bulldozer is an Independent Tank team.

An AVRE may attempt to gap an Obstacle. The AVRE must not move in the Movement Step, and must be able to draw a Line of Sight to an Obstacle and be within 4"/10cm of it to attempt to gap it.

Roll a Skill Test for the AVRE in the Shooting Step instead of shooting.

- If the test is successful, the Obstacle is removed (unless it is a Street barricade, in which case it is gapped).
- Otherwise, it remains intact.

Any Armoured vehicle hit by a Petard mortar uses its Top armour rating for its Armour Saves.

At the beginning of the game before Deployment, you may remove any or all AVRE Sections from Breaching Groups, adding a single Sherman Crab Flail tank to the Group's Flail Section for each AVRE Section removed.

At the start of the game after Fortifications (if any) are placed, but before Deployment, you may elect to mount a Fascine or Assault Bridge on any or all of your AVsRE. An AVRE that has a Fascine or Assault Bridge mounted cannot shoot. In addition, an AVRE that has an Assault Bridge mounted is Overloaded rather than Wide-tracked.

Fascines act as Assault Bridges (see page 226 of the rulebook), but may only be used to bridge ditches and craters.

An AVRE may abandon its Fascine or Assault Bridge instead of shooting, removing the Fascine or Assault Bridge from play.

Sherman Crab Platoons use the rules for Mine Flails and Rollers on page 226 of the rulebook.

Teams from all Sections of a Breaching Group are always Non-assaulting teams when involved in an assault. However, a D7 Bulldozer may assault Bunkers as normal.

The Petard mortar shoots as a normal (although very short-ranged) gun.

When determining the number of platoons that must be held in Reserves and the number of platoons Deployed on table, treat each Breaching Group as a single platoon. Each Section of a Breaching Group still Deploys and operates as a separate platoon.

Field Battery, Royal Artillery (11th) - p.120

Although a Field Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.

Scout Platoon (11th) - p.102

Scout Patrols are Reconnaissance Platoons

Scout Patrols operate as separate platoons, each with their own Command team.